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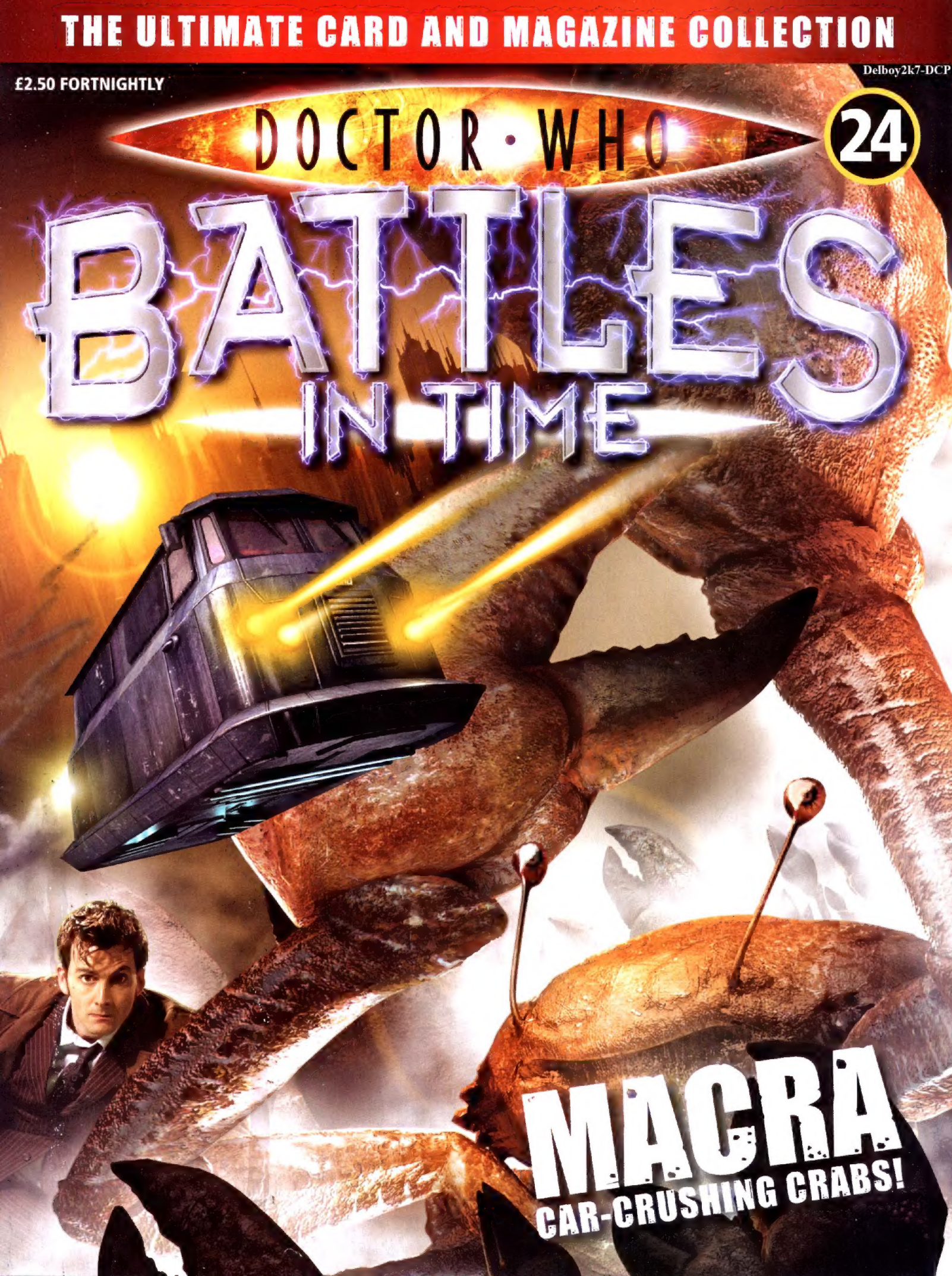
# DOCTOR WHO BATTLES IN TIME

24



## MACRA

CAR-CRUSHING CRABS!

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# GAMEPLAY GRID

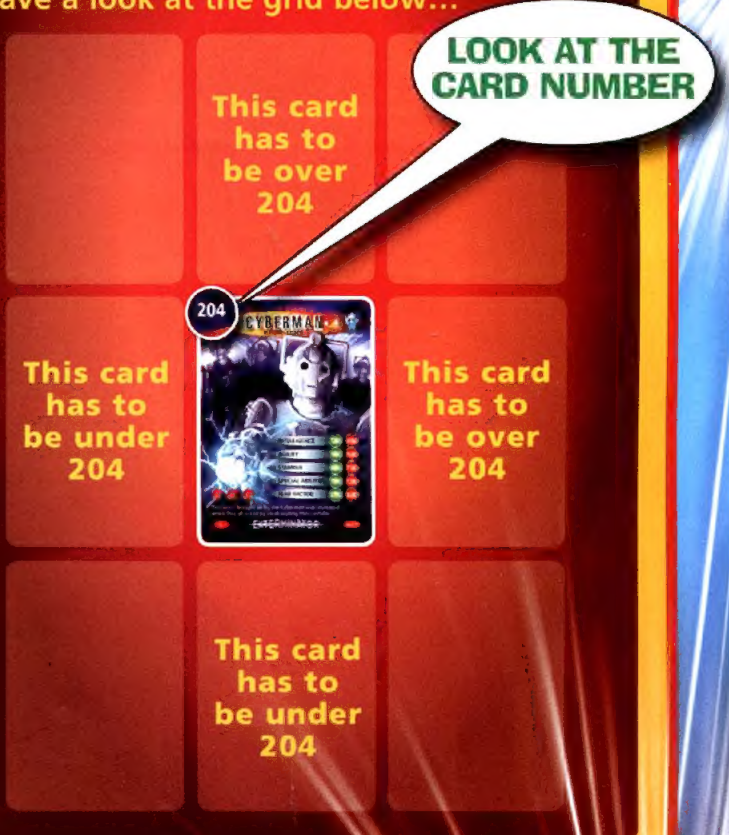
**See who gets trapped in the grid and who can beat the system in this game...**

## STEP 1

PLAYER 1 VS PLAYER 2

Draw a 3-card by 3-card grid for the cards to be placed on. Remove all duplicates, shuffle the cards and deal 20 cards each.

Player 1 turns over their top card and places it in the centre of the grid. The aim is to get rid of your cards, but you can only put them in certain positions. Have a look at the grid below...



# LOCKED!

## STEP 2

Player 2 goes next. If their card is higher than the first card, place it above or to the right of the first. If it's lower, put below or to the left.

Play continues like this, but watch out, if you want to place a card next to two other cards – the card number must be between the other two values.

**TOP TIP!**
Try playing on a 5 by 5 grid for a longer game.

## STEP 3

Take it in turns to continue playing by adding cards.

If you turn over a card and can't put it in the grid, you're gridlocked and have lost the game.

If you fill the grid, go through to round two and start a new grid.

Carry on until one player is unable to play a card.

**TOP TIP!**
Why not play a solo game to practise your skills?

# DECK DOCTOR

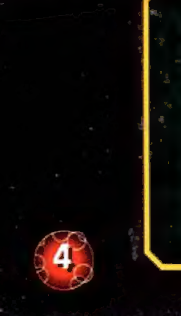
**The brand new Annihilator set brings with it loads more exciting bonus cards and ways to boost your games.**

## ROBOT RIDDLES!

### HOW TO PLAY

**Finding these robotic creations can be tricky. They read forwards, backwards and even diagonally. Can you also find the bonus card that has snuck into the list?**

C K G R R O B O T S P I D E R O R N T C
C I C K L K K R M B N I I X R O N A K L
R L Y S E I I A Z E O H O S H F G M V O
M L B A F N L B H U L X R E X C H K S C
L E T E E F E E S L Z A D U E L R R V K
N R S E X E K L M D M A E M D O S O H W
O C S T N E R E H D A J N B S C S W F O
P H R X T G I L N A E K E K M R
A R A R K E M U A S D W S C F K
E I F V I O A I E S E O I O P R
W S L M N O F H M H R R O L O O
L T X F H N A L P C I K N C E B
A M A S P I D E R G R O U P C M N D L O
C A A S S I H I J O B O B F I A F E K T
I S Y H S X L M T E B K B P M N A K X G
S T C Z N Y O O G H I O J O N X H S R R
U R P H S I F T O L I P T G T F X A S O
M E T A H U L F M H J K P E D E K M Y U
E E T A K Q S T A P D D L M Y S Y N I P
N A M O W K R O W K C O L C K E I U K Q



- [ ] ANNE DROID
- [ ] CLOCKWORK MAN
- [ ] CLOCKWORK ROBOT GROUP
- [ ] CLOCKWORK WOMAN
- [ ] KILLER CHRISTMAS TREE
- [ ] MUSICAL WEAPON
- [ ] PILOT FISH
- [ ] ROBOT EYE
- [ ] ROBOT SPIDER
- [ ] SPIDER GROUP
- [ ] TRINE-E
- [ ] UNMASKED CLOCKWORK MAN
- [x] ZU-ZANA

# KILLER COMBO

Some bonus cards only really work when combined with certain character cards...

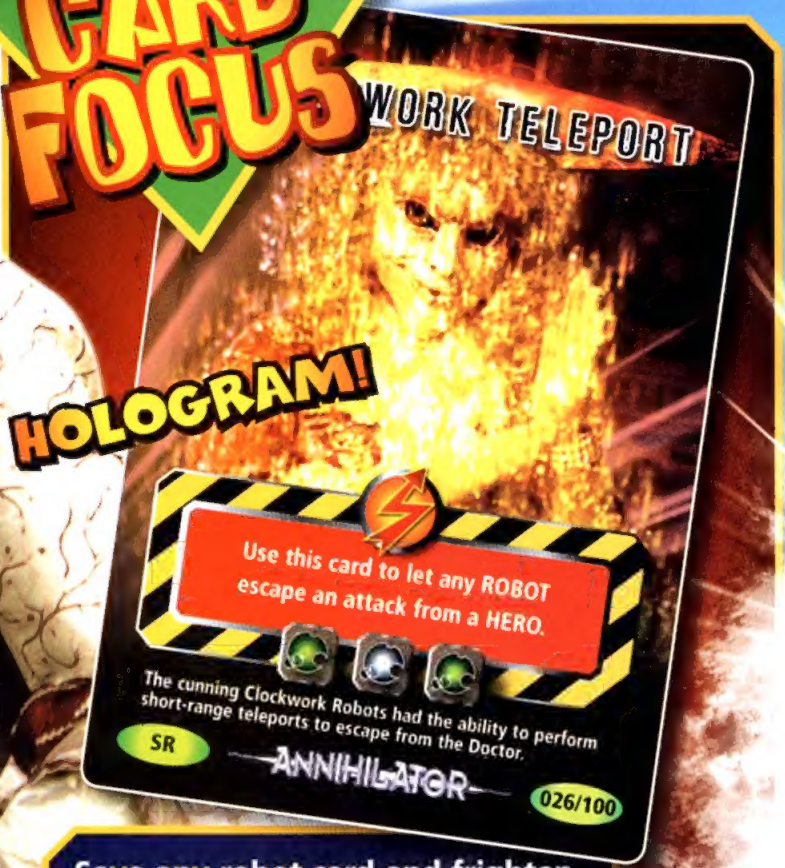
+




=

**SUPER-HIGH SPECIAL ABILITIES!**

# CARD FOCUS




Save any robot card and frighten your mates with the hologram terror of the Clockwork Teleport!

# SPECIALS ZONE

## INTELLIGENCE IS A GOOD SCORER FOR THESE VAIN VILLAINS!

CARD CLASH

# JAKE SIMMONDS

## (PARALLEL SOLDIER)

## HUMAN PROFILE

| | |
|---|---|
| HEIGHT | 1.73m |
| LIFE FORM | HUMAN |
| TECHNOLOGY | ADVANCED |
| PLANET | PARALLEL EARTH |

**WHO IS HE?** One of the Preachers, a rebel group from parallel Earth. When the Cybermen crossed the void to our Earth, Jake and his friends followed to fight them.

**WHAT'S HE LIKE?** Brave and loyal, Jake was upset when his friend Ricky was killed. At first he didn't get on with Mickey, who looked identical, but they travelled through the Void together to save our Earth!

**WHAT'S HE GOOD AT?** A fearless soldier and handy with firearms, Jake risked his life to overcome the Cybermen on two separate occasions!

AGAINST EACH OTHER IN A CHILLING CARD-CLASH!

# CYBERMAN

(ELECTRO-ATTACK)

## CYBERMAN PROFILE

| | |
|---|---|
| HEIGHT | 1.98m |
| LIFE FORM | CYBER/HUMAN |
| TECHNOLOGY | ADVANCED |
| PLANET | PARALLEL EARTH |

**WHAT IS IT?** Invented by John Lumic on a parallel Earth, the Cyberman was a frightening combination of a powerful metal body and a human brain!

**WHAT'S IT LIKE?** Ruthless and strong. The Cybermen have emotional inhibitors in their brains that remove 'weaknesses' like kindness. The lack of emotion makes them efficient and deadly!

**WHAT'S IT GOOD AT?** Killing! This Cyberman used its electro-attack touch to delete those who resisted conversion, or upgrading, into a Cyberman!

**CYBERMAN WINS ON**

INTELLIGENCE:
7200 vs 5100

AGILITY:
7400 vs 6300

STAMINA:
6800 vs 6500

SPECIAL ABILITIES:
7000 vs 6400

FEAR FACTOR:
8700 vs 5200

**TOTAL 5/5**

**WINS!**

**HAVE YOU SEEN ALL THE OTHER CYBERMAN CARDS?**

# FAQ EPISODE 23

# THE SATAN PIT

**The Doctor comes face-to-face with an ancient evil at the edge of space.**

**Q Which episode is this?**
The Doctor and Rose are stranded on a planet orbiting a Black Hole. The Doctor confronts the Beast and Rose has to escape from the murderous Ood.

**Q Why is the Doctor trapped undergound?**
The cable connecting the capsule to the surface of the planet snaps. With only 60 minutes of air left, the Doctor decides to lower himself towards the Beast!

**Q How do the Sanctuary crew escape the Ood?**
Zachary pumps air into tunnels section-by-section so the others can get away from the rampaging aliens.

**Q What happens to Jefferson?**
He gets trapped in section 8.1 with no air after defending his friends by shooting at the advancing Ood. He sacrifices his life to save the others.

**Q How does the Doctor finally manage to stop the Beast?**
The Doctor smashes an ancient jar that protects the planet from being sucked into the Black Hole. The planet tumbles in, and Toby, who is still possessed by the Beast, follows it when Rose smashes the front window of the humans' rocket and he is ejected into space!

**Q Why doesn't the rocket and everyone in it get sucked into the Black Hole too?**
The Doctor finds the TARDIS underground and takes off just in time. With seconds to spare, he rescues Ida and tows the rocket away from the Black Hole.

> "You will die here. All of you. This planet is your grave."

## LEGION OF THE BEAST!

**Q How does the Beast attack?**
It takes over the Ood using powerful mind control. The once placid slaves become murderers.

# THE FINAL COUNTDOWN!

**See if you've got what it takes to escape from the doomed planet of the Beast!**

## INSTRUCTIONS

1. Shuffle your character cards and place them face down. Each player must place a marker on the start.
2. Move forward one space each turn.
3. If you land on a large sphere pick a card and foilow the directions. Carry on until you land on a ball of fire or have to miss a turn.
4. The winner is the first person to reach the centre.

START

**Zack reports that the planet's orbit is stabilising. You're safe for now...**

*Move 2 spaces if your first power icon is silver. If not, move 1.*

**You've found the TARDIS! Make your escape before the planet is destroyed.**

*Move 2 spaces if your card number is over 300. If it is lower, move 1.*

**The cable isn't long enough. You have to let go!**

*Fear Factor over 4000 lets you move 2 places. If not, miss a go.*

**You've broken your helmet, but find you can breathe.**

*Move 3 spaces if your last power icon is green. If not, move 1.*

**WELL DONE!**

**You and Rose are on your way to more adventures!**

**You smash the jars that protect the planet from the Black Hole.**

*If your Agility score is above 5000, move 1 space. If not, miss a go.*

**You race to save Rose and the rocket.**

*Which of your Special Abilities scores is higher?*
*Green: move 1*
*Red: Miss a go*

**The Beast immobilises the bore capsule.**

*Is your card number over 200? If it is, move 1, but if not miss a go.*

**You meet the Beast, but Rose and the crew leave on the rocket!**

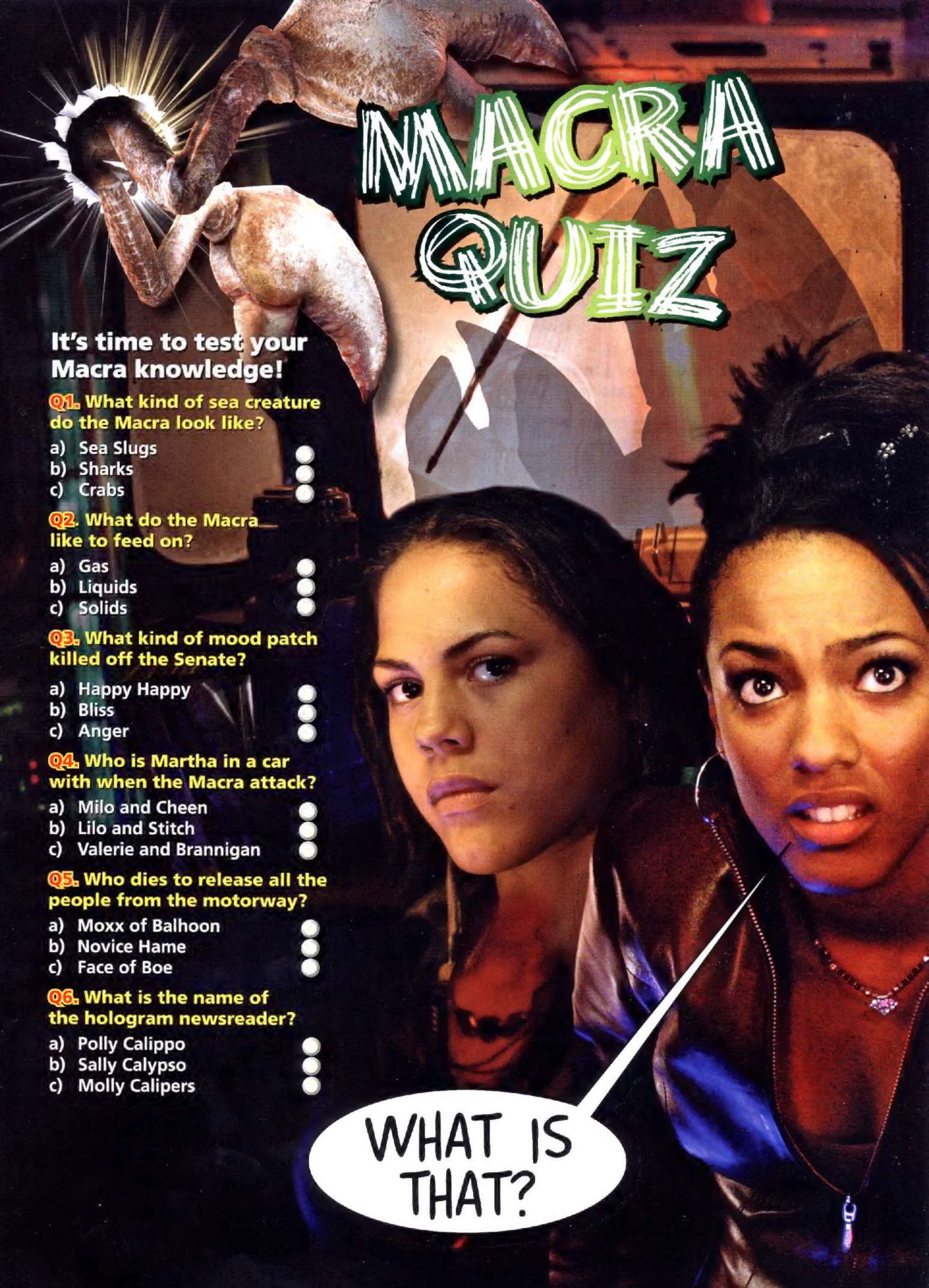
*Which Intelligence rating is higher?*
*Green: move 3*
*Red: move 2*

**You only have an hour of oxygen left. Your only chance is to go into the Pit!**

*If your card is rare, move 2. If not, just move 1 space.*

**The cable snaps and the capsule is destroyed. Run for it!**

*If your green Stamina is above 3000, move 1. Miss a go if it's below.*




**It's time to test your Macra knowledge!**

**Q1. What kind of sea creature do the Macra look like?**

a) Sea Slugs
b) Sharks
c) Crabs

**Q2. What do the Macra like to feed on?**

a) Gas
b) Liquids
c) Solids

**Q3. What kind of mood patch killed off the Senate?**

a) Happy Happy
b) Bliss
c) Anger

**Q4. Who is Martha in a car with when the Macra attack?**

a) Milo and Cheen
b) Lilo and Stitch
c) Valerie and Brannigan

**Q5. Who dies to release all the people from the motorway?**

a) Moxx of Balhoon
b) Novice Hame
c) Face of Boe

**Q6. What is the name of the hologram newsreader?**

a) Polly Calippo
b) Sally Calypso
c) Molly Calipers

# 5 DRIVERS VISITED BY THE DOCTOR

1. Thomas Kincade Brannigan is a cat person with a litter of kittens and a human wife called Valerie.

2. One couple clearly isn't expecting any visitors – when the Doctor drops through their roof they aren't wearing any clothes!

3. The Doctor borrows a scarf from a pair of Japanese girls to protect himself from the noxious fumes.

4. An odd pale man who keeps a rack of identical white suits in his car.

5. The smart Businessman offers the Doctor a glass of water. Things may be bad but he hasn't forgotten his manners!

## THE CASSINIS

Brannigan's friends, Alice and May have been driving for 23 years, but they've never seen a police car in all that time!

## MILO AND CHEEN

Milo and Cheen kidnap Martha because they need three passengers before they can join the fast lane to freedom.

24
M.A.C
CAR-CRUS
AR L UP!
re are thousands of cars on the motorway
and Sally Calypso tells them to keep
driving. But it can take six months
to drive just a few metres!

# G.R.A.

## HING CRUSTACEANS

Deep beneath New New York, something deadly is killing the motorists who are stuck on the smog-filled motorway – huge and terrifying alien crabs called the Mazon!

## UP ABOV

Everyone in the
a Bliss virus. The
the Face of Boe
Undercity in ti

E!

Overcity was wiped out by
y died in seconds, but
managed to seal up the
me to save the motorists.



# TOP 10 MACRA FACTS

1. The Macra feed off foul-smelling fumes that are poisonous to humans.
2. They were once able to use mind-control, but now the Macra have devolved into simple beasts.
3. The Doctor has battled the Macra before, when they enslaved a colony and forced the humans who lived there to mine a toxic gas.
4. The Macra on New Earth are much bigger than the ones the Doctor first met, billions of years before – each one is now 10.5 metres tall!
5. The motorway Macra on New Earth escaped from New New York Zoo.
6. The Macra don't eat humans – the cars are just like annoying flies they want to slap away.
7. Macra are attracted to lights and loud noises.
8. Never try to munch on a Macra – all those nasty fumes have made their meat highly toxic!
9. The Macra's claws are so huge they can catch a speeding car in one snap.
10. Watch out! The Macra are still lurking beneath New New York – there are enough toxic fumes to keep them going for years!

NEW EARTH CARDS
The Battles in Time collection is packed with New Earth cards. Look out for more in the new set!
FACE OF BOE
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
FACE OF BOE
DISEASED WOMAN
DISEASED WOMAN
DISEASED WOMAN
CAT NURSE GROUP
CAT NURSE GROUP
NOVICE HAME
NOVICE HAME
TURN TO PAGE 23 FOR THE ANSWERS, BUT AVOID THE FAST LANE!

LOCK, STOCKS AND BARREL
Jebelex has stolen the Treed Crystal so the TARDIS team and the Zaan are after him!
IF THE ZAAN WON'T PAY FOR THE CRYSTAL THEN I'LL FIND SOMEONE WHO WILL.
A COUPLE OF DAYS HIDING HERE SHOULD LET THE TRAIL GO COLD.
RRRRRRRRRR!
NOT FAIR! I WAS MEANT TO BE SAFE HERE! WAAAAH!
DOCTOR, YOU'RE SURE THIS IS DEFINITELY WHERE HE'S HIDING?
OH YES...
VWORP! VWORP!
JEBELEX'S TRAIL DEFINITELY ENDS HERE. THE PLANET KARATEN!
AND AS I TOLD YOU, THAT'S REALLY BAD NEWS 'COS THE INHABITANTS...
...REALLY, REALLY DON'T LIKE VISITORS!
Written by: Mike Tucker, Jake Sullivan, Colours: Alan Craddock.

AND I **REALLY** HOPE YOU KNOW WHAT YOU'RE DOING!
YOU'VE NOT SEEN A **SMALL BLUE ALIEN** HOLDING A LARGE CRYSTAL HAVE YOU?
RRRROARR!
OH, NOW, AREN'T **YOU** THE **PRETTY ONE!**
I'D HOPED TO GET HERE BEFORE **THAT** HAPPENED.
YOU SHOULD **WATCH WHAT YOU EAT** — YOU CAN GET ALL SORTS OF TUMMY UPSETS IF YOU **DON'T** COOK YOUR FOOD **PROPERLY**.
ROOOOAAAAAAR!
NOW, MARTHA!

ROOAR! RAAAARH!
BOX
ZZZZZ!
KNEW THAT MATTER TRANSMUTER OF JEBELEX'S WOULD COME IN HANDY!
LEFT THAT A BIT LATE DIDN'T YOU? I COULD HAVE BEEN EATEN!
THIS WAS YOUR PLAN, REMEMBER!
TRUE. AND AS I RECALL, THE NEXT BIT WENT LIKE...
THIS!
KERRRASH!
SMASHING!
DIFFICULT TO BELIEVE SOMETHING SO SMALL COULD CAUSE SO MUCH TROUBLE!
NOW WE NEED TO GET THIS SOMEWHERE SAFE WHERE THE ZAAN WILL NEVER FIND IT!
IT SEEMS WE GOT HERE JUST IN TIME. YOU WILL GIVE THE CRYSTAL TO US OR YOU WILL BE DESTROYED!
OH NO!

I REALLY THINK YOU SHOULD RECONSIDER TAKING THAT FROM ME. I MIGHT HAVE TO START PLAYING ROUGH!
HA! HA! HA! YOU REALLY THINK YOU ARE A MATCH FOR THE ZAAN?
NWEEEEE!
NOPE. BUT HE IS!
TROOPERS, PROTECT ME!
RRRROARR!
COME ON MARTHA! LET'S GO BEFORE SQUELCHY LOSES HIS TASTE FOR ZAAN AND TRIES SOMETHING LESS SPIKY!
SO, DOCTOR, IT SEEMS WE EACH HAVE SOMETHING THE OTHER WANTS!
IF YOU LAY SO MUCH AS A CLAW ON HER!
BRING THE CRYSTAL TO THE ZAAN HOME WORLD, DOCTOR OR FACE THE CONSEQUENCES!
THIS HAS GONE TOO FAR! IT'S TIME TO END IT!
END IT ONCE AND FOR ALL!
TO BE CONTINUED...

BEHIND THE SCENES

# CYBER DESIGNERS

**When the producers decided to bring back one of the Doctor's famous old enemies, everyone wanted to design their new look!**

Loads of Doctor Who designers had a go at creating the Cybermen. Some parts of the old design were a must – the new ones still have pipes on their helmets. However, some other elements, such as the chest unit, didn't make the move from old to new. To start with, some of the designs were far too scary, but then changes to the script suggested a more 'Art Deco' look would be best, which meant more bold outlines and simple shapes. After a final design had been settled on, Neill Gorton realised there was a slight problem – the actors playing the Cybermen wouldn't be able to move in the armour! So, the guys at Millennium FX divided the suit into separate pieces to 'wrap' round each part of the body, which meant the actors could move their arms and legs.

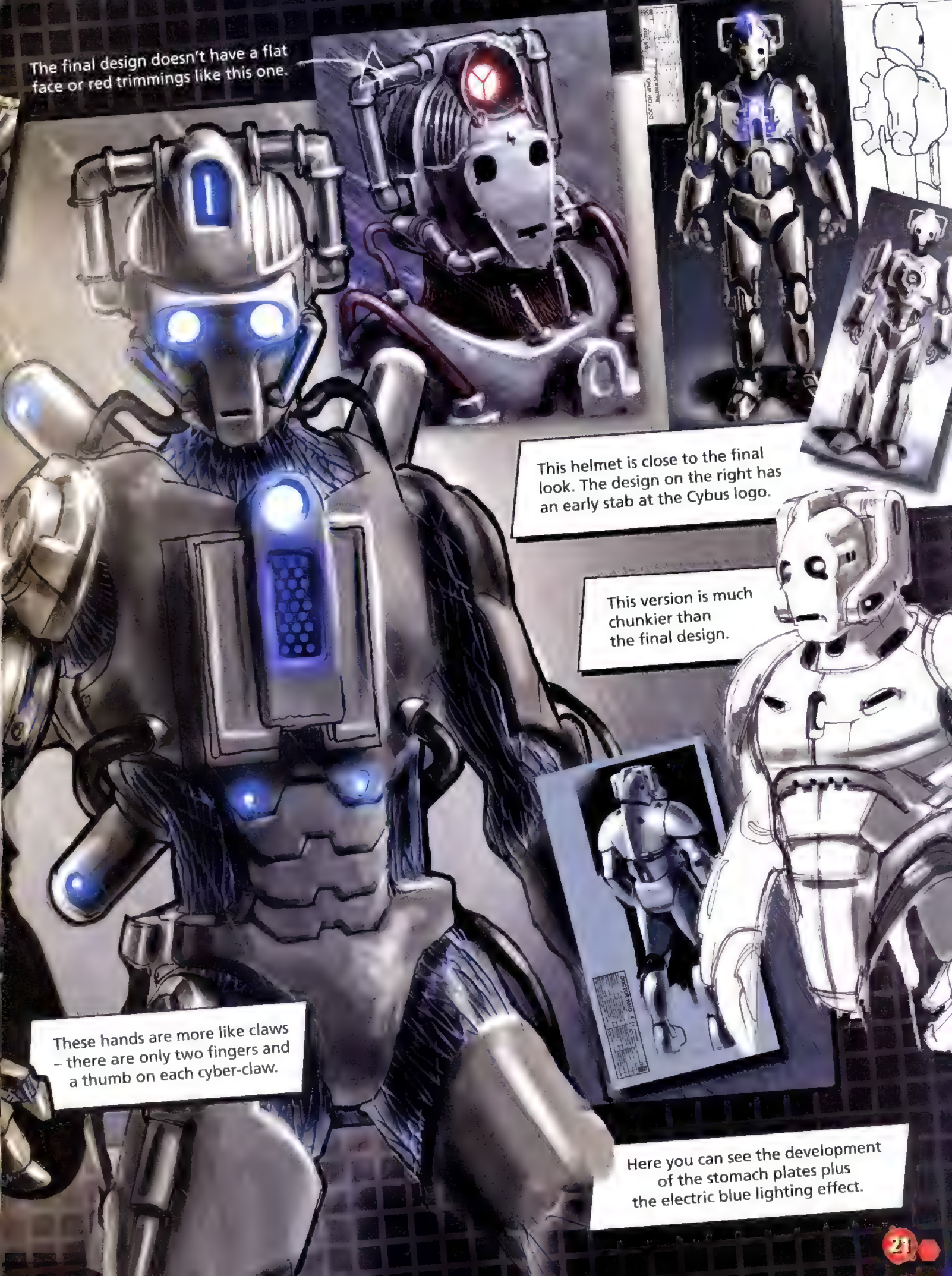
It took a while before this final design was settled on.

Only some bits of the old Cyberman look stayed, like the helmet pipes.

This half-Cyberman design was way too scary!

**DID YOU KNOW?**

One cyber-designer actually got to play a Cyberman! When one of the actors fell ill, a designer from the art department boldly stepped into his cyber-boots!


The final design doesn't have a flat face or red trimmings like this one.
This helmet is close to the final look. The design on the right has an early stab at the Cybus logo.
This version is much chunkier than the final design.
These hands are more like claws – there are only two fingers and a thumb on each cyber-claw.
Here you can see the development of the stomach plates plus the electric blue lighting effect.

THE CYBER CONTROLLER'S

# BRAIN BUSTER

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

## ESCAPE THE MACRA TERROR!

See if you can work out the order of how to turn the controls on and restart the hover car.

- The button should be turned off [illegible] before the switch is pressed.
- Pull the gear stick [illegible] before turning on the key, but just after the radio.
- Make sure you never turn on the radio first!

1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

## RIP IT UP!

The Macra have clawed four cards to pieces. Can you work out which card is missing its other half?

# WHO'S OUT?

**Someone's missing from this scene – can you work out who?**

# WORDLOCK

**All these words from 'Gridlock' fit in the squares below. Can you work out where they go?**

**3 LETTERS**
MAY

**5 LETTERS**
CHEEN
MACRA
JAVIT
ALICE

**7 LETTERS**
VALERIE

**9 LETTERS**
BRANNIGAN
FACE OF BOE
FLATLANDS

**10 LETTERS**
NEW NEW YORK

**11 LETTERS**
NOVICE HAME

# COMING IN ISSUE 25...

**YOUR NEXT PACK OF TRADING CARDS**

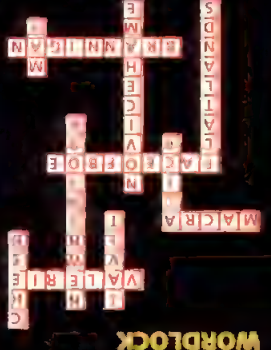
# PUZZLE ANSWERS

**ROBOT RIDDLES**

**RIP IT UP!**
Sixteen

**WHO'S OUT**
Martha's missing!

**WORDLOCK**




**MACRA QUIZ**
Q1. c) Crabs
Q2. a) Gas
Q3. b) Bliss
Q4. a) Milo and Cheen
Q5. c) Face of Boe
Q6. b) Sally Calypso

**ESCAPE THE MACRA TERROR!**
1. D
2. B
3. A
4. E
5. C

# HEROES AND VILLAINS!

**Historical hero or pest from the past? Answer these questions to find out what you are...**

**1** What do you like [illegible]

- a Horror stories
- b Martial arts books
- c Your own stories
- d Lots of different things

**2** What are you [illegible]

- a Writing
- b Doing what you're told
- c Just about everything!
- d Being in charge

**3** What are you [illegible] of?

- a Monsters under the bed
- b Ghosts
- c Wild animals
- d Being turned into a zombie

**4** What's most [illegible] to you?

- a Your family
- b Meeting people you dream about
- c Making other people like you
- d Winning!

**5** How would people describe you?

- a Good at keeping secrets
- b Brave and resourceful
- c A bit easily led
- d Intelligent but slightly nervous

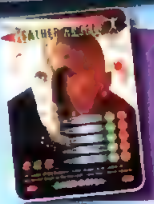
**6** What would you [illegible] most?

- a What everyone else does
- b Tell people what to do!
- c Look after my friends
- d Feel scared, but do the right thing

## HOW DID YOU SCORE?

**6-9 Mr Sneed Zombie**

Hiding in a crowd like that makes you much more of a monster than a hero!



**10-15 Father Angelo**

You're far too interested in becoming powerful to be one of the good guys!

**16-20 Charles Dickens**

You're bright but slightly anxious. In the end you're bound to do the right thing.

**21-24 Peiretto**

Fearless and clever, you've got everything it takes to be one of the Doctor's friends!

SCORE SHEET

9 771750 351018 24

337

# CYBER LEADER
(BLAST ATTACK)

CYBERMAN

| | | |
|---|---|---|
| INTELLIGENCE | 7200 | 6900 |
| AGILITY | 7400 | 7600 |
| STAMINA | 6800 | 7100 |
| SPECIAL ABILITIES | 6900 | 7200 |
| FEAR FACTOR | 8600 | 8400 |

Cybermen can use their powerful wrist weapons to blast through almost anything that stands in their way.

C — ANNIHILATOR — 062/100

335

# DALEK SHIELD

If you play a DALEK card, use this to win against any CYBERMAN.

The Cult of Skaro had no problem deflecting the Cybermen's blasts during their fierce battle for Torchwood Tower.

C — ANNIHILATOR — 060/100

330

# BLISS

HUMAN

| | | |
|---|---|---|
| INTELLIGENCE | 2500 | 2100 |
| AGILITY | 4700 | 4400 |
| STAMINA | 2600 | 2300 |
| SPECIAL ABILITIES | 1500 | 1800 |
| FEAR FACTOR | 700 | 900 |

This member of LINDA was the first victim of the Abzorbaloff, but the rest of the group were told she'd left to get married.

C — ANNIHILATOR — 055/100

366

# RACNOSS EMPRESS

MONSTER

| | | |
|---|---|---|
| INTELLIGENCE | 8400 | 8100 |
| AGILITY | 7900 | 7700 |
| STAMINA | 7600 | 7300 |
| SPECIAL ABILITIES | 8000 | 7900 |
| FEAR FACTOR | 8100 | 8200 |

This spider tricked Lance into feeding Huon particles to Donna so she could 'unlock' the Racnoss hidden inside the Earth.

C — ANNIHILATOR — 091/100

364

# ENERGY BALL

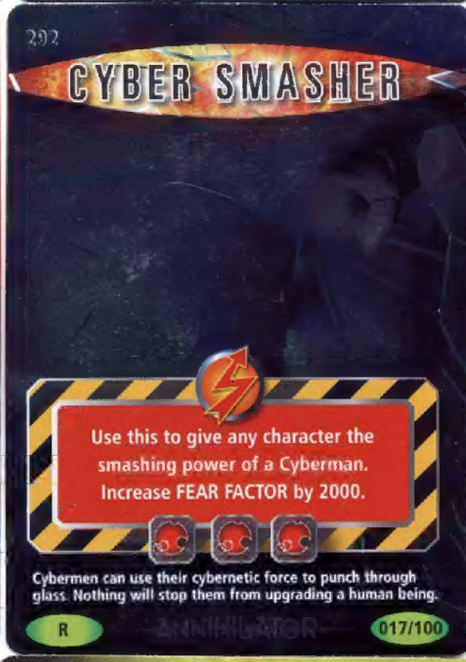
Reduce all your opponent's SLITHEEN scores by 2000.

The Doctor used the electrical charge around his ID card as a weapon to stop the Slitheen, so he could escape.

C — ANNIHILATOR — 089/100

292

# CYBER SMASHER



Use this to give any character the smashing power of a Cyberman. Increase FEAR FACTOR by 2000.

Cybermen can use their cybernetic force to punch through glass. Nothing will stop them from upgrading a human being.

R — ANNIHILATOR — 017/100

218

# KOH-I-NOOR DIAMOND

Your opponent must remove the WEREWOLF and HOST cards from their deck.

Prince Albert had cut the Koh-i-Noor diamond to provide protection for Queen Victoria from the Werewolf.

C — EXTERMINATOR — 218/275

151

# DR CONSTANTINE
(AS A CHULA ZOMBIE)

MONSTER

| | | |
|---|---|---|
| INTELLIGENCE | 500 | 300 |
| AGILITY | 5000 | 4700 |
| STAMINA | 8400 | 7900 |
| SPECIAL ABILITIES | 4400 | 4600 |
| FEAR FACTOR | 6900 | 6800 |

The brave doctor who treated all the people with gas masks instead of faces was also transformed by Chula nanogenes.

C — EXTERMINATOR — 151/275

221

# KRILLITANE OIL

When you use this card your opponent must put all their KRILLITANE cards to one side for the rest of the game.

The same oil that increased school children's intelligence was toxic to the Krillitanes themselves and would kill them.

C — EXTERMINATOR — 221/275

163

# TOMMY CONNOLLY

HERO

| | | |
|---|---|---|
| INTELLIGENCE | 4800 | 5000 |
| AGILITY | 5100 | 5300 |
| STAMINA | 4900 | 5200 |
| SPECIAL ABILITIES | 2300 | 2600 |
| FEAR FACTOR | 1400 | 1800 |

Tommy stood up to his bullying father and then helped the Doctor save everyone from the face-sucking Wire.

C — EXTERMINATOR — 163/275

046

MALE

# PROGRAMMER

HERO

| | | |
|---|---|---|
| INTELLIGENCE | 4500 | 4700 |
| AGILITY | 4800 | 4600 |
| STAMINA | 3400 | 3900 |
| SPECIAL ABILITIES | 900 | 1100 |
| FEAR FACTOR | 1200 | 1500 |

One of the Game Station crew members who fought against the Dalek army with Captain Jack, but ultimately lost his life.

C — EXTERMINATOR — 46/275

042

# CAPTAIN JACK

HERO

| | | |
|---|---|---|
| INTELLIGENCE | 5100 | 6200 |
| AGILITY | 6300 | 6500 |
| STAMINA | 7600 | 7500 |
| SPECIAL ABILITIES | 7800 | 8000 |
| FEAR FACTOR | 2800 | 3800 |

This former intergalactic con-man helped the Doctor fight the Empty Child, Margaret Blaine, and the Daleks.

R — EXTERMINATOR — 42/275

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# MACRA QUIZ

**It's time to test your Macra knowledge!**

**Q1. What kind of sea creature do the Macra look like?**

a) Sea Slugs
b) Sharks
c) Crabs

**Q2. What do the Macra like to feed on?**

a) Gas
b) Liquids
c) Solids

**Q3. What kind of mood patch killed off the Senate?**

a) Happy Happy
b) Bliss
c) Anger

**Q4. Who is Martha in a car with when the Macra attack?**

a) Milo and Cheen
b) Lilo and Stitch
c) Valerie and Brannigan

**Q5. Who dies to release all the people from the motorway?**

a) Moxx of Balhoon
b) Novice Hame
c) Face of Boe

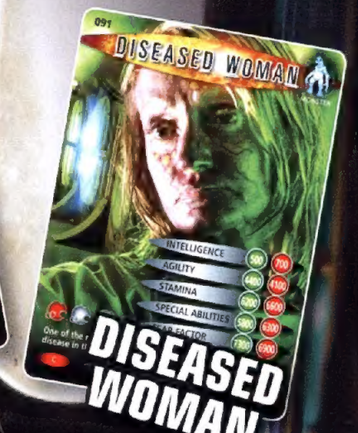
**Q6. What is the name of the hologram newsreader?**

a) Polly Calippo
b) Sally Calypso
c) Molly Calipers

WHAT IS THAT?

# NEW EARTH CARDS

**The Battles in Time collection is packed with New Earth cards. Look out for more in the new set!**



TURN TO PAGE 23 FOR THE ANSWERS, BUT AVOID THE FAST LANE!

# 24

# MACRA

## CAR-CRUSHING CRUSTACEANS

**Deep beneath New New York, something deadly is killing the motorists who are stuck on the smog-filled motorway – huge and terrifying alien crabs called the Macra!**

## 5 DRIVERS VISITED BY THE DOCTOR

1. Thomas Kincade Brannigan is a cat person with a litter of kittens and a human wife called Valerie.
2. One couple clearly isn't expecting any visitors – when the Doctor drops through their roof they aren't wearing any clothes!
3. The Doctor borrows a scarf from a pair of Japanese girls to protect himself from the noxious fumes.
4. An odd pale man who keeps a rack of identical white suits in his car.
5. The smart Businessman offers the Doctor a glass of water. Things may be bad but he hasn't forgotten his manners!

### SNARL UP!

There are thousands of cars on the motorway and Sally Calypso tells them to keep driving. But it can take six months to drive just a few metres!

### THE CASSINIS

Brannigan's friends, Alice and May have been driving for 23 years, but they've never seen a police car in all that time!

### MILO AND CHEEN

Milo and Cheen kidnap Martha because they need three passengers before they can join the fast lane to freedom.

### UP ABOVE!

Everyone in the Overcity was wiped out by a Bliss virus. They died in seconds, but the Face of Boe managed to seal up the Undercity in time to save the motorists.

## TOP 10 MACRA FACTS

1. The Macra feed off foul-smelling fumes that are poisonous to humans.
2. They were once able to use mind-control, but now the Macra have devolved into simple beasts.
3. The Doctor has battled the Macra before, when they enslaved a colony and forced the humans who lived there to mine a toxic gas.
4. The Macra on New Earth are much bigger than the ones the Doctor first met, billions of years before – each one is now 10.5 metres tall!
5. The motorway Macra on New Earth escaped from New New York Zoo.
6. The Macra don't eat humans – the cars are just like annoying flies they want to slap away.
7. Macra are attracted to lights and loud noises.
8. Never try to munch on a Macra – all those nasty fumes have made their meat highly toxic!
9. The Macra's claws are so huge they can catch a speeding car in one snap.
10. Watch out! The Macra are still lurking beneath New New York – there are enough toxic fumes to keep them going for years!